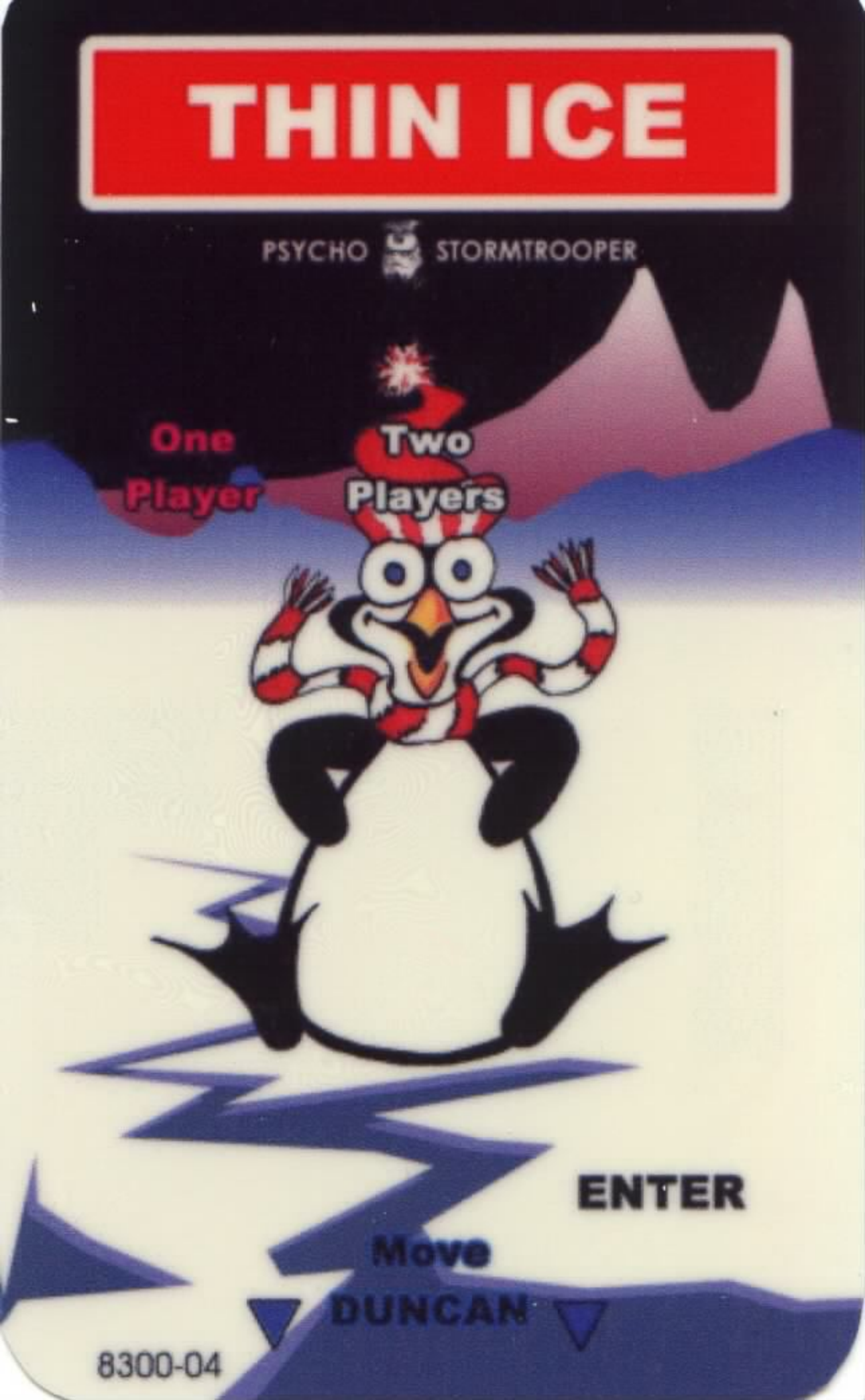
THIN ICE

PSYCHO STORMTROOPER



8300-04

No. 8300

INTELLIVISION™ Intelligent Television

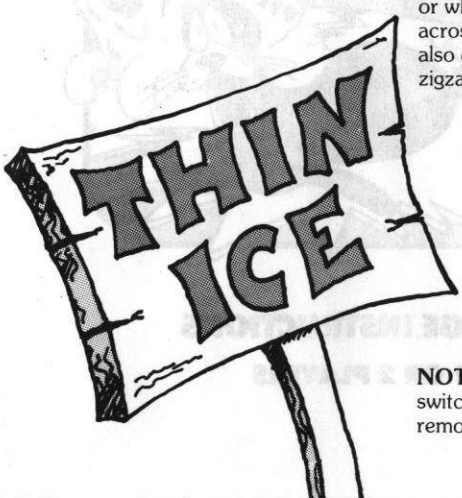
CARTRIDGE INSTRUCTIONS

FOR 1 OR 2 PLAYERS

THIN ICE

Oh, no! Duncan is on the loose! Duncan is a penguin who loves to skate on thin ice, much to the dismay of the other penguins. As Duncan skates he weakens the ice; if he skates completely around another penguin—KER-PLASH!—the ice collapses and the penguin falls into the pond.

Duncan has only two worries—the seal who loves to bounce him on her nose, and the lumbering polar bears who like to bat him around.



GAME PLAY

You control Duncan by pressing the hand controller **DISC.** Skate around the other penguins, dunking them in the pond. Avoid or dunk the seal and polar bears. Gobble shrimp cocktails for extra speed. Dunk all of the penguins, then take the Zamboni ice resurfacer out for a spin to fix up the pond—more penguins show up and the game continues at the next level, harder than before!

DUNKING

As Duncan skates on the thin ice, he cuts it. You can see the cut by the thin white line trailing him. Draw a square with this white line around a penguin, seal, or polar bear and—KER-PLASH!—they're dunked!

Part of the line erases whenever a penguin or a polar bear touch it, or whenever Duncan swims across a hole in the ice. Part of it also disappears anytime Duncan zigzags.

NOTE: Always turn the **POWER** switch **OFF** before inserting or removing the cartridge.

THE SEAL

As much as Duncan loves dunking penguins, the seal loves to bounce Duncan around on her nose. The seal chases Duncan by trailing the white line of cut ice (turning it red). If Duncan is quick, he can dunk the seal by using the red line to complete a square around her.

He can also throw the seal off the trail by erasing part of the line—swim through a hole in the ice or zigzag! When the seal loses the trail, she is momentarily confused and doesn't move—a perfect opportunity to dunk her!

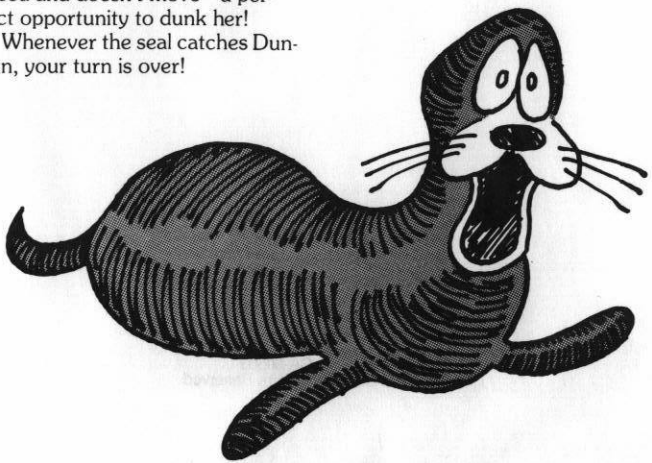
Whenever the seal catches Duncan, your turn is over!

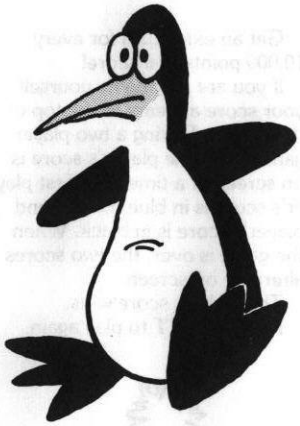
POLAR BEARS

Polar Bears lumber around the ice looking for Duncan. If they catch him—FWAP!—they swat him off the pond.

The Polar Bears can be hard to dunk, since they move around so much—but they can be stopped! Press any **ACTION** key (side buttons on the hand controller) to temporarily FREEZE them! This gives you your best chance to dunk 'em, but use it sparingly—you start the game with only 5 "freezes." Extra freezes can be earned by grabbing one of the lobsters that occasionally amble across the ice. The number in the upper right corner of the screen tells you how many freezes you have left.

Whenever a polar bear catches Duncan, your turn is over!





HIGHER LEVELS

Each time you dunk all the penguins on screen, you move to a higher, harder level. The level you are on is indicated by the number of igloos shown at the top of the screen.

WARNING: The longer you stay on one level, the faster the seal and the polar bears become!

GAME CONTROLS

Press **RESET** and the title screen appears. Press the disc on either hand controller and the message "SELECT 1 OR 2 PLAYERS" appears on screen. To play by yourself, press the number 1 key, then press **ENTER**. For a two player game, press the number 2 key, then press **ENTER**.

You start the game with four turns. Your turn ends when Duncan is thrown into the water or off of the ice by the seal or a polar bear. A message to "GET READY" will appear before your next turn. You earn an extra turn each time you score 10,000 points. The number of turns you have left is displayed in the middle of the top right half of the screen.

With two players, you alternate turns. The message will say "GET READY PENGUIN 1" or "GET READY PENGUIN 2." Player 1 uses the left hand controller, Player 2 uses the right.

Since players can earn extra turns, one player may run out of turns before the other one ("GAME OVER PENGUIN 1"). The other player keeps playing for however many turns are left.

You can pause the game by pressing the number 1 key and the number 9 key on either hand controller at the same time. The screen will go black. Press any key or the **DISC** to resume play.

The game ends when both players run out of turns.

SCORING

You get 1000 points for dunking the seal, 450 points for dunking a polar bear, and 100 points for dunking a penguin. Plus, you get bonus points for the size of the hole you make when you dunk 'em—from 40 points to over 6000 points for skating around the ENTIRE POND (it CAN be done)!

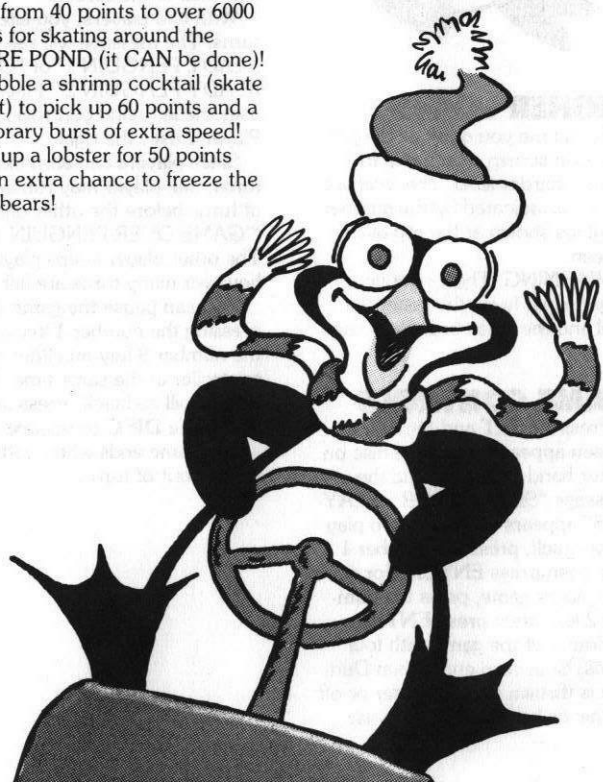
Gobble a shrimp cocktail (skate over it) to pick up 60 points and a temporary burst of extra speed! Scarf up a lobster for 50 points and an extra chance to freeze the polar bears!

Get an extra turn for every 10,000 points you score!

If you are playing by yourself, your score appears at the top of the screen. During a two-player game, only one player's score is on screen at a time. The first player's score is in blue, the second player's score is in black. When the game is over, the two scores alternate on screen.

The highest score wins.

Press **RESET** to play again.



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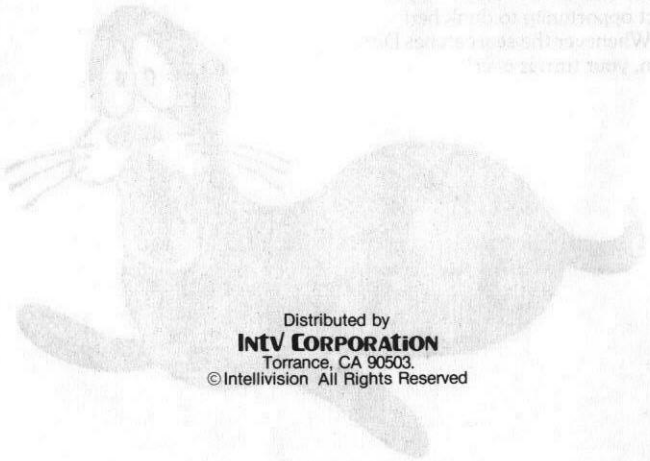

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